

vtech[®]

User's Manual

Sit-To-Stand[™] Activity Walker



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Dear Parent:

*Ever notice the look on your baby's face when they learn something new through their own discovery? These self-accomplished moments are a parent's greatest reward. To help fulfill them, VTech® created the **Smart Start**® series of toys.*

*These unique interactive learning toys directly respond to what children do naturally - play! Using innovative technology, these toys react to baby's interactions, making each play experience fun and unique as they learn age-appropriate concepts like first words, numbers, shapes, colors and music. More importantly, VTech®'s **Smart Start**® toys develop baby's mental and physical abilities by inspiring, engaging and teaching.*

At VTech®, we know that a child has the ability to do great things. That's why all of our electronic learning products are uniquely designed to develop a child's mind and allow them to learn to the best of their ability. We thank you for trusting VTech® with the important job of helping your child learn and grow!

Sincerely,

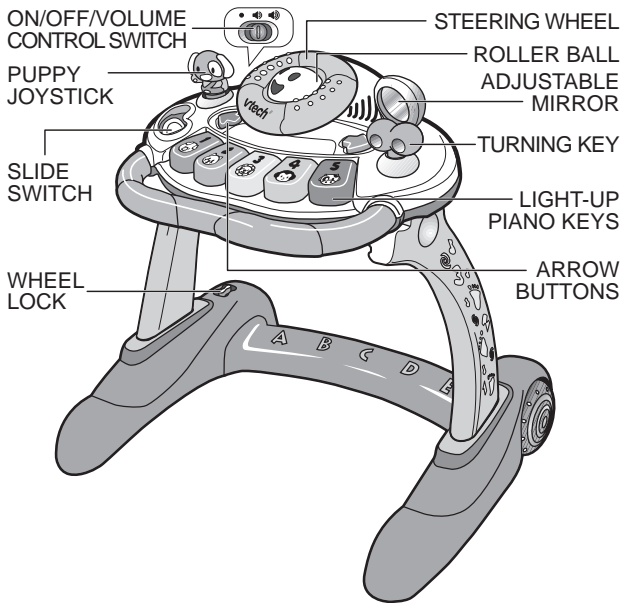
Your Friends at VTech®

*To learn more about **Smart Start**® and other VTech® toys, visit www.vtech.com*

INTRODUCTION

Thank you for purchasing the **VTech® Sit-To-Stand™ Activity Walker** learning toy!

The **VTech® Sit-To-Stand™ Activity Walker** is uniquely designed for toddlers 9 months and up. It's filled with entertaining and learning features that “grow” along with baby, from one developmental stage to the next! When baby is still stationary, the unit can be used as a sitting activity station. As baby becomes steadier on her feet, the unit converts into a walker, encouraging first steps.



INCLUDED IN THIS PACKAGE

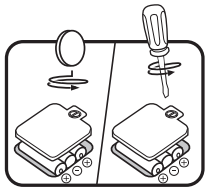
- One VTech® Sit-To-Stand™ Activity Walker activity panel
- One walker base
- Two legs
- One handle
- One instruction manual

WARNING: All packing materials, such as tape, plastic sheets, wire ties and tags are not part of this toy, and should be discarded for your child's safety.

GETTING STARTED

BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the bottom of the panel. Use a coin or screwdriver to loosen the screw.
3. Install 3 new “AA” (UM-3/LR6) batteries following the diagram inside the battery box. (The use of new alkaline batteries is recommended for maximum performance.)
4. Replace the battery cover and tighten the screw to secure the battery cover.



BATTERY NOTICE

- Install batteries correctly observing the polarity (+, -) signs to avoid leakage.
- Do not mix old and new batteries.

- Do not use batteries of different types.
- Remove exhausted or new batteries from the equipment when the unit will not be used for an extended period of time.
- Do not dispose of batteries in fire.
- Do not attempt to recharge ordinary batteries.
- The supply terminals are not to be short-circuited.
- Only batteries of the same and equivalent type as recommended are to be used.

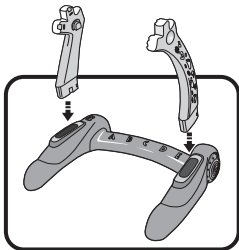
WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

With the VTech® Sit-To-Stand™ Activity Walker safety comes first:

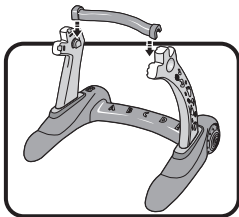
To ensure your child's safety, the assembly of this product is an adult activity, not a child's activity. Please ensure that the legs, handle and activity panel are securely locked into position to avoid injury.

ASSEMBLY INSTRUCTIONS

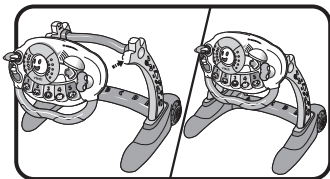
1. Put the blue base upright on the floor.
2. Insert the red legs into the holes on the blue base according to the symbols located on the legs and base. Please ensure the legs are fully inserted and secured in the base.



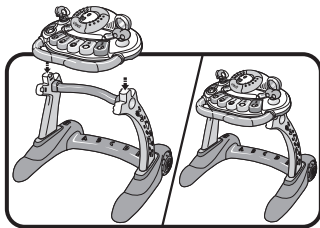
3. Attach and lock the handle securely on to the top of legs.



4. Attach the activity panel facing you for the Sitting Mode or the upright position for the Walker Mode. Insert the walker legs into the holes on the bottom of the activity panel.



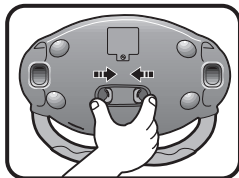
Sitting Mode



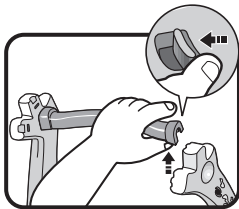
Walker Mode

PRODUCT STORAGE

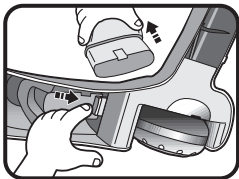
1. To remove the activity panel, locate the release buttons on the bottom of the activity panel. Push the release buttons towards the center of the unit.



2. Remove the handle by pressing the release button located below the handle on the right side.



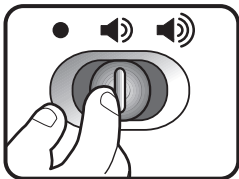
3. Unlock the legs by pressing firmly on the release buttons on the underside of the blue base.



PRODUCT FEATURES

1. ON/OFF/VOLUME CONTROL SWITCH

To turn the unit **ON**, slide the **ON/OFF/VOLUME CONTROL SWITCH** to the **LOW VOLUME** (🔊) or the **HIGH VOLUME** (🔊🔊) position. To turn the unit **OFF**, slide the **ON/OFF/VOLUME CONTROL SWITCH** to the **OFF** (●) position.

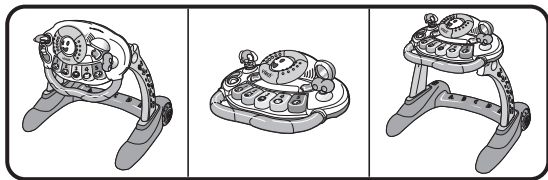


2. AUTOMATIC SHUT-OFF

To preserve battery life, the **VTech® Sit-To-Stand™ Activity Walker** will automatically power-down after several minutes without input. The unit can be turned on again by pressing any of the animal buttons.

3. THREE POSITIONS OF PLAY

The three positions of play include **Sitting Mode**, **Carry-along Mode**, and **Walker Mode**. Change the mode of play by moving the activity panel.



Sitting Mode

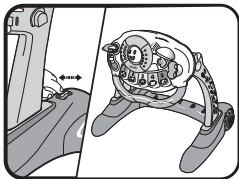
Carry-along Mode

Walker Mode

4. WHEEL LOCK

Slide the wheel lock switch on the base of the walker to lock the position to secure the wheels while in the **Sitting Mode**.

Remember to unlock the wheel lock before playing in the **Walker Mode**.



5. DEMO TAB

Before initial use, please check to be sure that the demo tab located on the bottom cabinet has been removed. If the demo tab is not removed, the unit will continue to operate in the demo mode.

ACTIVITIES

1. Attach the activity panel facing you to activate the **Sitting Mode**. Turn the unit **ON** and select a mode. Choose from the following modes:

Steering Wheel = Animals

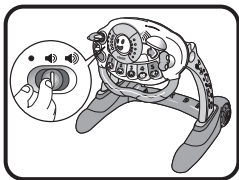
Puppy Joystick = Counting

Turning Key = Colors

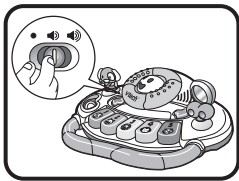
Mirror = Sounds

Slide Switch = Music

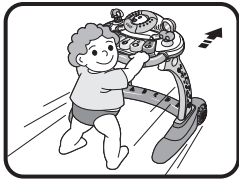
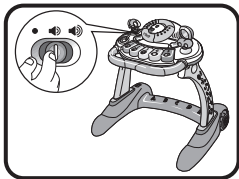
Press the light-up piano buttons, arrow buttons or roll the ball to hear a response related to the selected mode. The unit will automatically default to the Animal Mode when first turned on.



2. Detach the activity panel from the legs to select the **Carry-along Mode**. All of the features function the same as in the Sitting Mode.



3. Attach the activity panel in the upright position to select the **Walker Mode**. All of the manipulative features will play fun driving phrases and sounds. Push the walker forward and hear fun rewarding phrases.



MELODY LIST

1. Old MacDonald Had a Farm
2. Row, Row, Row Your Boat
3. Sing a Song of Sixpence
4. The Entertainer
5. Can Can
6. Eine Kleine Nachtmusik
7. Jack and Jill
8. Skip to My Lou
9. The Farmer in the Dell
10. Pop! Goes the Weasel
11. London Bridge is Falling Down
12. Brahms' Lullaby
13. Mary Had a Little Lamb

CARE & MAINTENANCE

1. Keep the unit clean by wiping it with a slightly damp cloth.
2. Keep the unit out of direct sunlight and away from any direct heat source.
3. Remove the batteries when the unit is not in use for an extended period of time.
4. Do not drop the unit on hard surfaces and do not expose the unit to moisture or water.

TROUBLESHOOTING

If for some reason the program/activity stops working, please follow these steps:

1. Please turn the unit **OFF**.
2. Interrupt the power supply by removing the batteries.
3. Let the unit stand for a few minutes, then replace the batteries.
4. Turn the unit **ON**. The unit should now be ready to play again.

If the problem persists, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada, and a service representative will be happy to help you.

IMPORTANT NOTE:

Creating and developing **Smart Start**[®] products is accompanied by a responsibility that we at **VTech**[®] take very seriously. We make every effort to ensure the accuracy of the information, which forms the value of our products. However, errors sometimes can occur. It is important for you to know that we stand behind our products and encourage you to call our Consumer Services Department at 1-800-521-2010 in the U.S., or 1-800-267-7377 in Canada, with any problems and/or suggestions that you might have. A service representative will be happy to help you.

NOTE:

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna
- Increase the separation between the equipment and receiver
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected
- Consult the dealer or an experienced radio/TV technician for help